

**Listing of the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in this application.

Claims 1-3 (canceled)

Claim 4 (previously presented):      An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface; and

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of the distance of movement of the character over the surface, wherein the distance measuring device provides a visual and an audible indication of the distance.

Claims 5 and 6 (canceled)

Claim 7 (previously presented):      An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface; and

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of the distance of movement of the character over the surface, wherein the mechanically functional combat component comprises a projectile launcher, and wherein the projectile launcher is spring-loaded.

Claim 8 (previously presented): An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface, wherein the game figure character has a first portion connected to the base, and wherein the mechanically functional combat component comprises:

a second portion of the game figure character moveably connected to the first portion of the game figure character such that the second portion of the game figure character may move between a first position and a second position; and

a spring engaging the first portion and the second portion of the game figure character and biasing the second portion toward the first position, wherein the second portion is configured to engage an adjacent game piece when the second portion moves from the second position to the first position under the biasing force of the spring; and

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of the distance of movement of the character over the surface.

Claim 9 (previously presented): The game piece of claim 7 wherein the distance indicating device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface, to rotate the axle upon movement of the game piece over the surface; and

a device coupled to the axle indicating progressive rotation of the axle.

Claim 10 (previously presented): The game piece of claim 9 wherein the distance indicating device provides an audible indication of the distance.

Claim 11 (previously presented): The game piece of claim 10, wherein the distance indicating device comprises:

a gear fixedly secured to the axle and including a plurality of teeth; and

a clicker having a first end secured to the base portion and a second end engaging the gear, such that rotation of the wheel as the game piece is moved over the surface rotates the gear teeth against the clicker second end, providing an audible clicking sound.

Claim 12 (previously presented): The game piece of claim 11, wherein the gear and the clicker are disposed in a chamber.

Claim 13 (previously presented): The game piece of claim 9 wherein the distance indicating device provides a visual indication.

Claim 14 (previously presented): An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface; and

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing a visual indication of the distance of movement of the character over the surface, wherein the distance indicating device comprises:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface, to rotate the axle upon movement of the game piece over the surface

a device coupled to the axle indicating progressive rotation of the axle;

a pinion gear fixedly secured to the axle and including a plurality of teeth;

a circular rack engaging the pinion gear, wherein the circular rack includes a surface having circumferentially spaced indicia; and

a faceplate adjacent the rack surface, the faceplate having a visual aperture aligned with the indicia to sequentially display the indicia as the rack rotates.

Claim 15 (previously presented): An action figure game piece comprising:

a game figure character having a base and a mechanically functional combat component that is moveable with respect to the base of the game figure character and configured to physically engage other action figure game pieces in simulated battles, the character adapted for movement a distance over a surface;

a distance measuring device disposed in the base for contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an indication of the distance of movement of the character over the surface; and

a display device alternately displaying and shielding an indicium indicative of a special characteristic of the game piece.

Claim 16 (previously presented): The game piece of claim 15 wherein the display device comprises:

a faceplate having a visual aperture.

Claim 17 (previously presented): The game piece of claim 16 including:

an axle;

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface to rotate the axle upon movement of the game piece over the surface;

a pinion gear fixedly secured to the axle and including a plurality of teeth; and

a circular rack engaging the pinion gear, wherein the circular rack includes a surface carrying the indicium and disposed adjacent the faceplate.

Claims 18 and 19 (canceled)

Claim 20 (previously presented): An action figure game piece comprising:

a game figure character and a base portion, the base portion adapted for movement a distance over a surface;

a distance measuring device disposed within the base portion and contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an audible indication of the distance of movement over the surface, wherein the distance measuring device comprises:

an axle,

a wheel fixedly secured to the axle and adapted for rotary engagement with the surface to rotate the axle upon movement of the game piece over the surface,

a pinion gear fixedly secured to the axle and including a plurality of teeth, and

a clicker having a first end secured to the base portion and a second end engaging the pinion gear, such that rotation of the wheel as the game piece is moved over the surface rotates the pinion gear teeth against the clicker second end, providing an audible clicking sound; and

a weapon for attacking another game piece moveable with respect to the base portion and configured to physically engage other action figure game pieces in simulated battles; and

a visual display device providing a visual indication of the distance of movement over the surface.

Claim 21 (previously presented): The game piece of claim 20 wherein the visual display device comprises:

a circular rack engaging the pinion gear, wherein the circular rack includes a first surface having circumferentially spaced first indicia; and

a first faceplate on the base portion adjacent the first surface, the first faceplate having a first visual aperture radially aligned with the first indicia to sequentially display movement of the first indicia as the rack rotates.

Claim 22 (canceled)

Claim 23 (previously presented): An action figure game piece comprising:

a game figure character and a base portion, the base portion adapted for movement a distance over a surface;

a distance measuring device disposed within the base portion and contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an audible indication of the distance of movement over the surface; and

a weapon for attacking another game piece moveable with respect to the base portion and configured to physically engage other action figure game pieces in simulated battles, wherein the weapon comprises a projectile launcher, and wherein the projectile launcher is spring-loaded.

Claim 24 (previously presented): An action figure game piece comprising:

a game figure character and a base portion, the base portion adapted for movement a distance over a surface, and wherein the game figure character has a first portion connected to the base portion;

a distance measuring device disposed within the base portion and contacting the surface when the game figure character is disposed at the surface, the distance measuring device providing an audible indication of the distance of movement over the surface; and

a weapon for attacking another game piece moveable with respect to the base portion and configured to physically engage other action figure game pieces in simulated battles, and wherein the weapon comprises:

a second portion of the game figure character moveably connected to the first portion of the game figure character such that the second portion of the game figure character may move between a first position and a second position; and

a spring engaging the first portion and the second portion of the game figure character and biasing the second portion toward the first position, wherein the second portion is configured to engage an adjacent game piece when the second portion moves from the second position to the first position under the biasing force of the spring.

Claim 25 (previously presented): The game piece of claim 21 including a display device alternately displaying and shielding an indicium indicative of the presence or absence of a special characteristic of the game piece.

Claim 26 (previously presented): The game piece of claim 25 wherein the display device comprises:

a second indicium disposed on a second surface of the rack; and

a second faceplate on the base portion adjacent the second surface, the second faceplate having a visual aperture radially aligned with the second indicium to alternatively display the presence or absence of the second indicium.

Claim 27 (withdrawn): A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a distance indicating device indicating a distance the game

piece has moved over the surface, and a weapon for attacking an opponent player's game pieces;

selecting for each player a group of the game pieces having point values summing to a predetermined value; and

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's weapon, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

Claim 28 (withdrawn): The method of claim 27 wherein a game piece is removed from the game if the game piece is determined to have been killed by an attack.

Claim 29 (withdrawn): The method of claim 28 wherein at least one of each game piece in each of the plurality of game pieces includes a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

Claim 30 (withdrawn): The method of claim 28 wherein a game piece is killed if the game piece is knocked over by an attack.

Claim 30 (withdrawn): The method of claim 27, wherein the game ends upon completion of a predetermined time period.

Claim 31 (withdrawn): The method of claim 28 wherein the game ends upon elimination of all of one of the players' game pieces.



Claim 32 (withdrawn): The method of claim 27 wherein each player may take up to a predetermined number of actions per turn.

Claim 33 (withdrawn): The method of claim 32 wherein the number of actions per turn is three.

Claim 34 (withdrawn): The method of claim 33 wherein each player can take no more than two actions or moves per turn.

Claim 35 (withdrawn): The method of claim 32 wherein any particular game piece can perform multiple actions per turn.

Claim 36 (withdrawn): A method of playing an action figure game on a surface, the method comprising:

providing for each player a plurality of game pieces, each game piece having an indicium indicating a point value, a distance measuring device for indicating a distance the game piece has moved over the surface, and a weapon for attacking an opponent's game pieces, wherein each of the plurality of game pieces includes at least one game piece having a close-acting weapon and at least one game piece having a distance-acting weapon;

selecting for each player a group of the game pieces having point values summing to a predetermined value;

selecting a number of actions each player can take per player's turn, an action comprising either a move, comprising moving a game piece a distance up to the particular game piece's point value, or an attack, comprising actuation of the particular game piece's weapon; and

removing a game piece from the game if the game piece is determined to have been killed by an attack, wherein the players alternate taking turns, selectively making a move or an attack, until the game is determined to have ended.

Claim 37 (withdrawn): The method of claim 36 wherein at least one of each game piece in each of the plurality of game pieces includes a reward indicator for randomly providing the player with a reward if that particular game piece is killed.

Claim 38 (withdrawn): The method of claim 36 wherein a game piece is killed if the game piece is knocked over by an attack.

Claim 39 (withdrawn): The method of claim 36, wherein the game ends upon completion of a predetermined time period.

Claim 40 (withdrawn): The method of claim 36 wherein the game ends upon elimination of all of one of the player's game pieces.

Claim 41 (withdrawn): The method of claim 36 wherein each player may take up to a predetermined number of actions per turn.

Claim 42 (withdrawn): The method of claim 41 wherein the number of actions per turn is three.

Claim 43 (withdrawn): The method of claim 41 wherein each player can take no more than two actions or moves per turn.

Claim 44 (withdrawn): The method of claim 36 wherein any particular game piece can perform multiple actions per turn.

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Claims 45-51 (canceled)